

Name: _____ Date: _____

Comprehension Questions Chapter 10: "In Space, No One Is Listening Anyway" — Chapter 12: "Just Like the Real Thing"

Directions: Read the questions and answer them in complete sentences or choose the correct answer. Use the book to help you, if needed. Use details from the text to support your answer.

1. Describe the fantastical characteristics of the Captain's ship.

2. Kirsty describes Johnny as a "ditherer." What does that mean? (p. 157)

- a. A smart person.
- b. A confident person.
- c. A nervous person.
- d. A lazy person.

3. Compare Kirsty to Johnny. How are they alike and how are they different?

4. Wobbler dreams of being the best "programmer." What does that mean?

- a. He wants to create maps.
- b. He wants to be a mathematician.
- c. He wants to create video games.
- d. He wants to create space ships.

5. When Johnny says, "we've still got . . . what is it . . . Momentum or inertia or one of those things," what does he mean? (p. 184)

- a. The engines on the ship have melted.
- b. The extra engine will help keep them going.
- c. The engines have stopped,
- d. Even though the engines have stopped, the ship will still move until they hit something.

6. Why does Johnny leave the escape capsule?

7. What does Johnny mean by, “the important thing to remember is it’s not a game. None of it. Even the games”?

- a. The events really happened. It was not a game.
- b. He was not really playing a game, he was only dreaming.
- c. War and killing people is serious and should not be taken lightly.
- d. He was imagining the game the whole time.

8. What is the author’s message when Johnny shoots the Gunnery Officer?

- a. Good only sometimes wins over evil.
- b. Sometimes you have to take chances and be brave to survive.
- c. War and fighting solves all problems.
- d. Humans will always win over aliens.

9. Why do Johnny and Kirsty escape?

10. Why do the ScreeWee survive?
